Amendments to the Specification:

Please amend the Specification as follows:

[0098]   The X,Y coordinates in Fig. 11 may be denominated in pixels or millimeters and refer to the visible area of LCD screen 22 and corresponding area of touchscreen 23. Since the picture on LCD 22 is a two-dimensional picture, there is no Z coordinate, although Z may represent a non-spatial variable such as finger pressure. The physical X,Y coordinates on LCD screen 22 should not be confused with simulated spatial coordinates X,Y,Z in a simulated 3-dimensional game world populated with animated characters, a world in which Z may represent height.

The above amendments find support in paragraph [0125].

[0098.1]   As illustrated in Fig. 11, the $X_2 Y_3$ coordinates of touched locations on touchscreen 23 may not always coinside with the coordinates $(X_2 Y_2)$ around which a simulated hand 37 or other object is displayed on LCD screen 22. A set of physical X, Y coordinates for each touched location on touchscreen 23 may be converted by processor 50 (Fig. 4) to simulated spatial coordinates X,Y,Z in the simulated 3-dimensional game world for polygon processing of hand 37 and pipe 35 in 3-dimensions by processor 50.

These amendments find support in Fig. 11 and paragraphs [0125] and [0097].